

FIG. 1

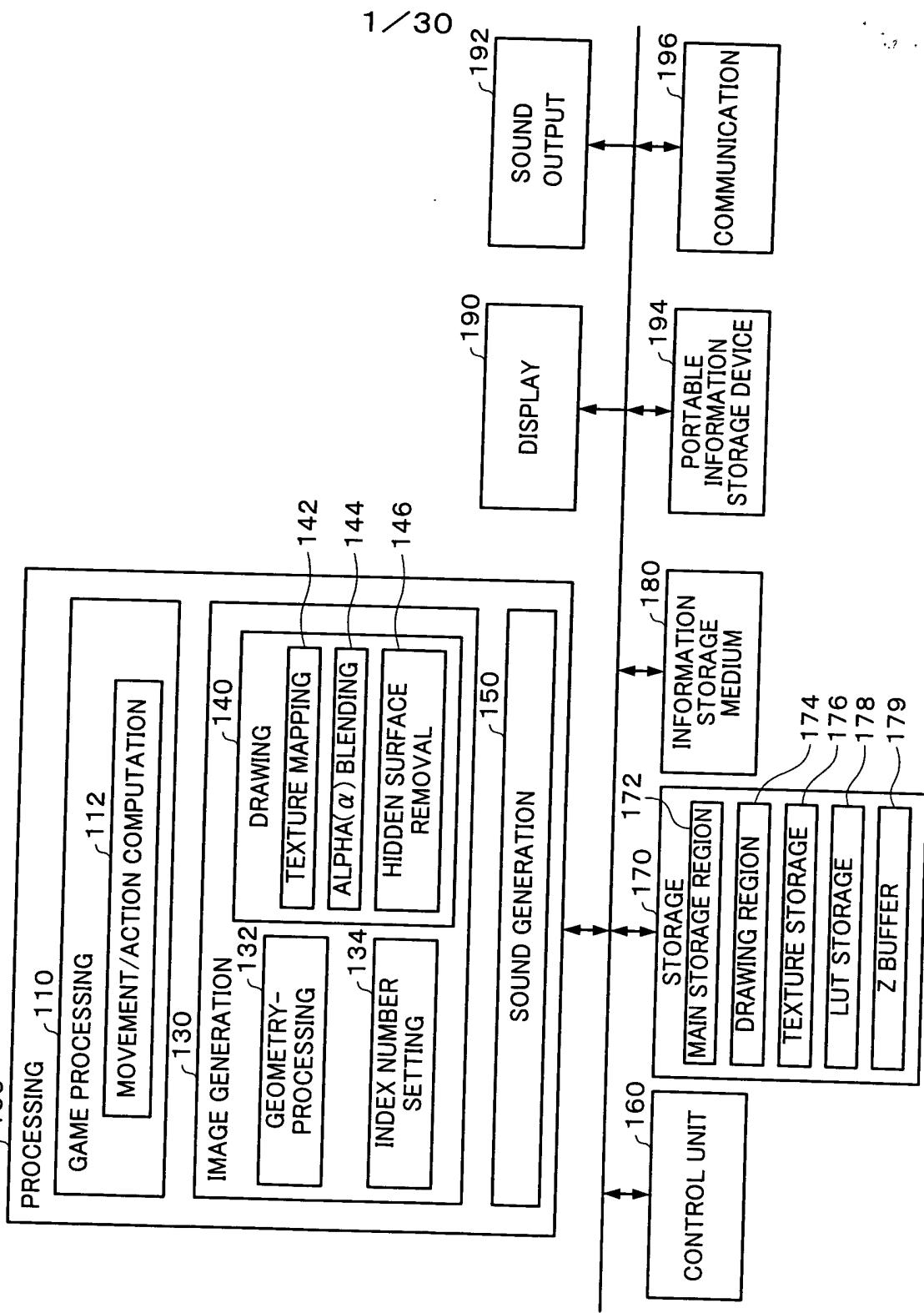


FIG. 2A

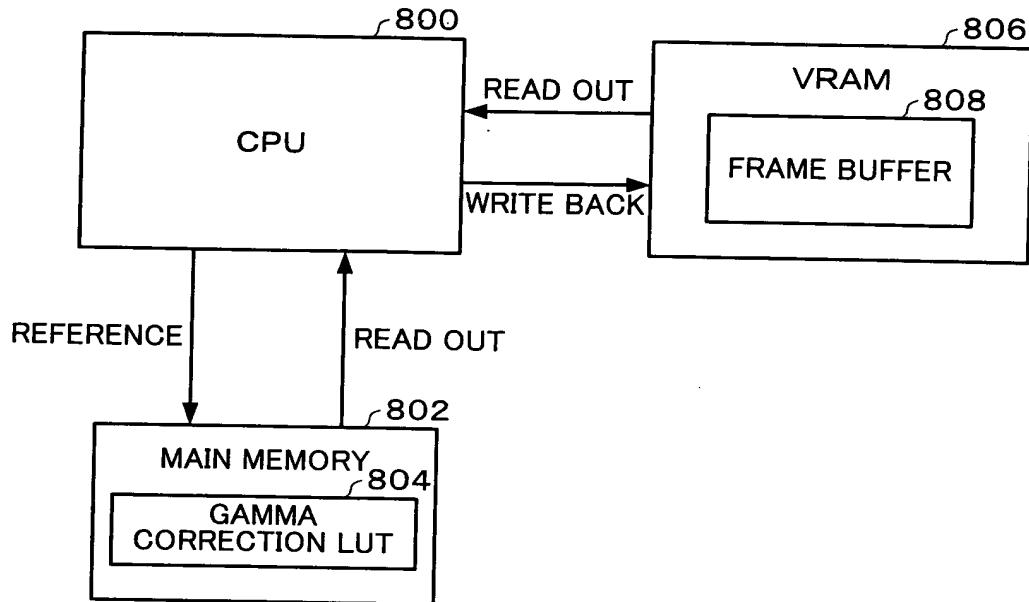


FIG. 2B

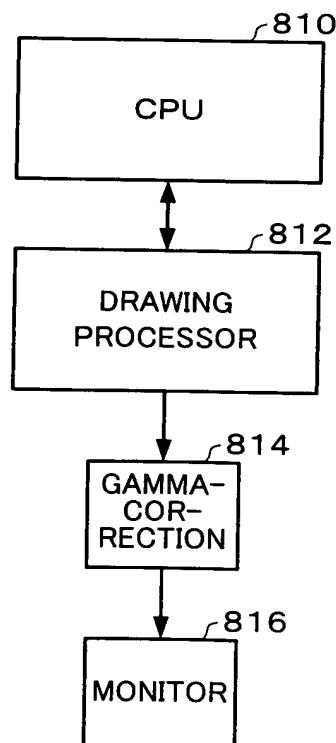


FIG. 3

## INDEX COLOR TEXTURE-MAPPING

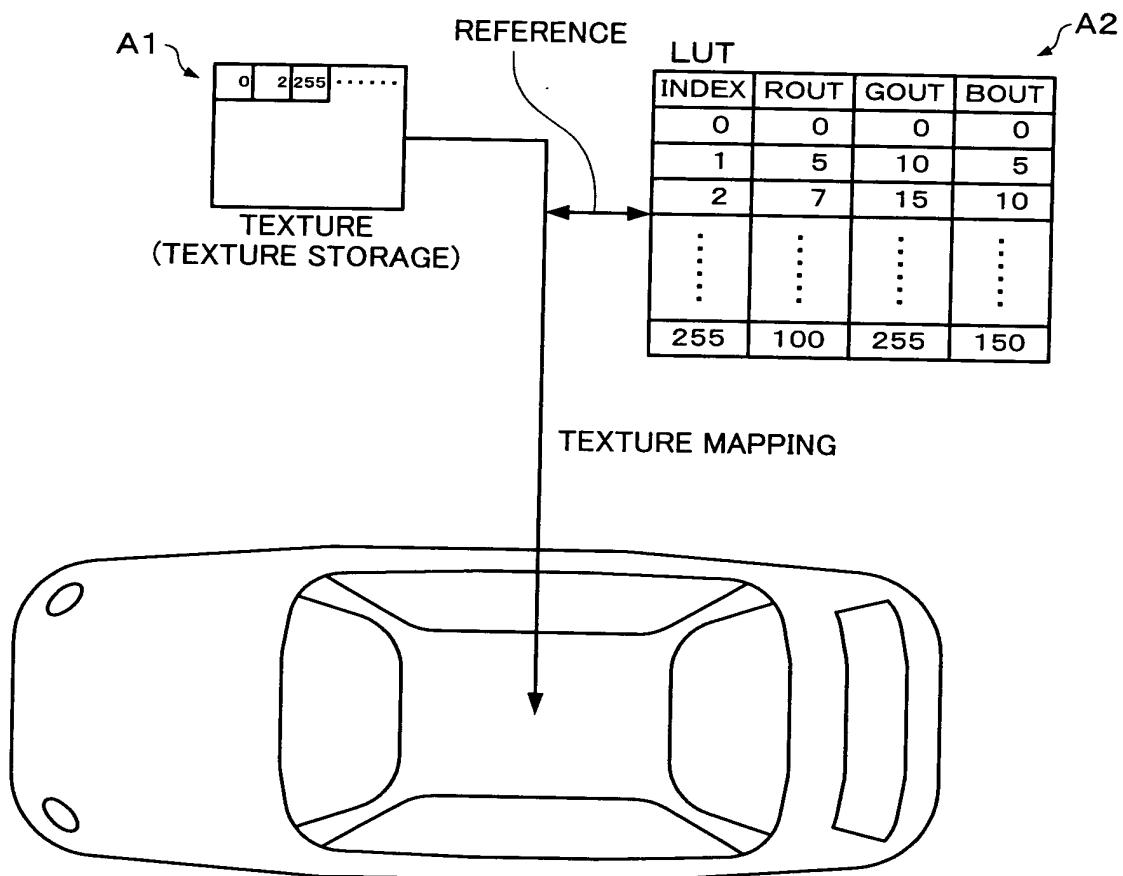
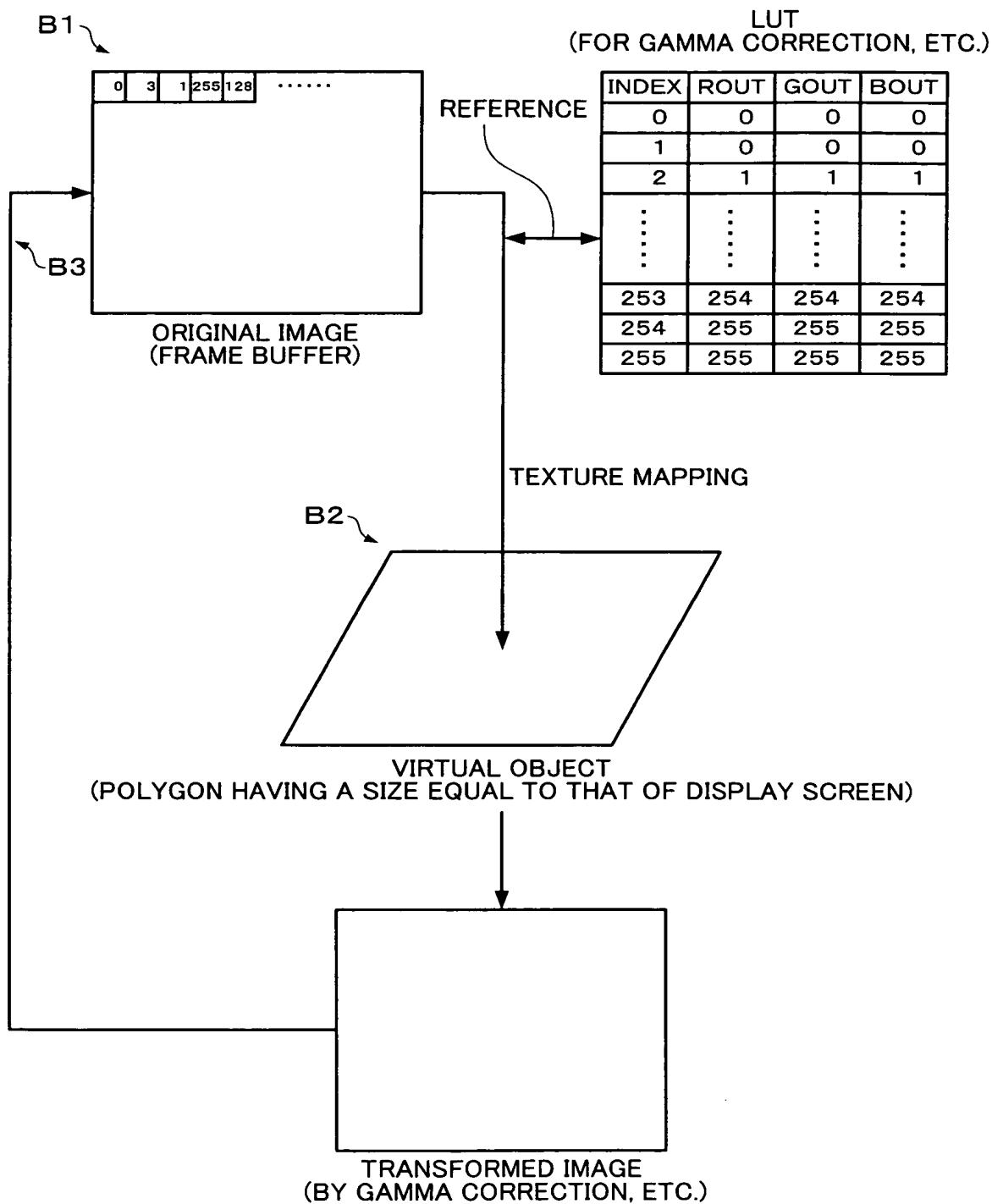
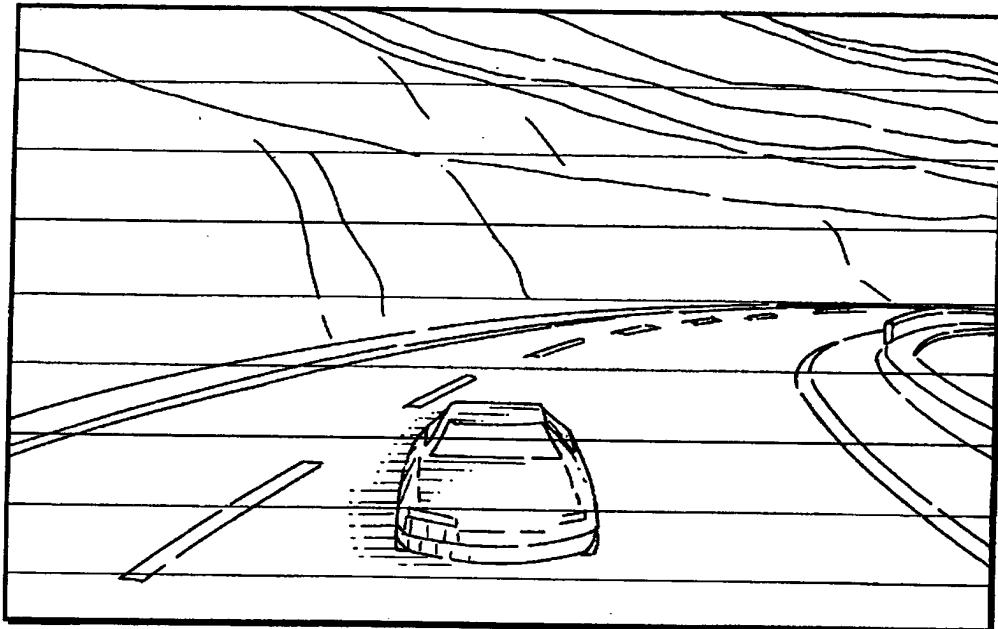


FIG. 4

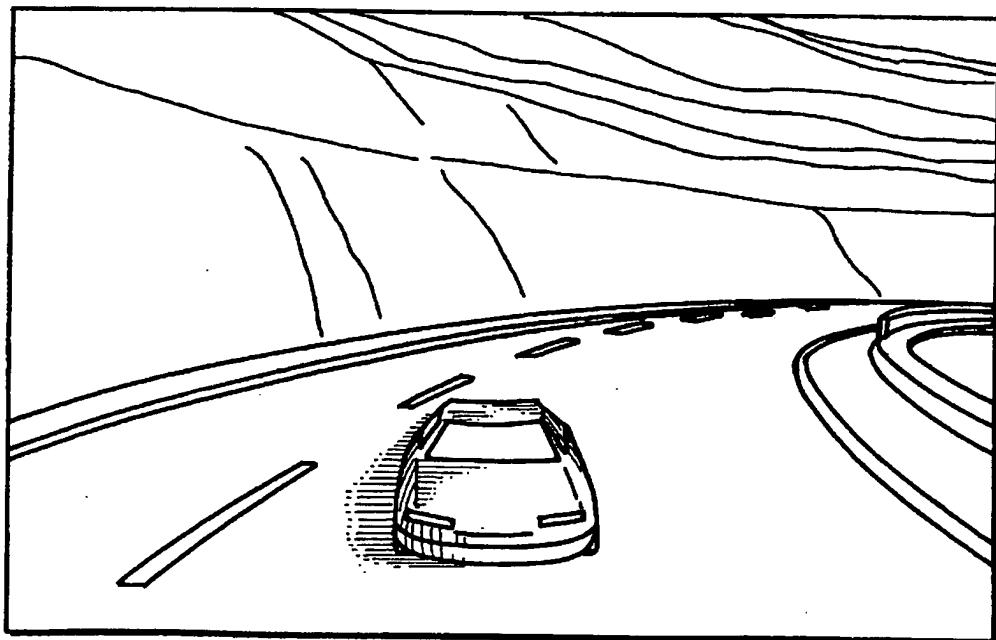


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**FIG. 5A**



**FIG. 5B**



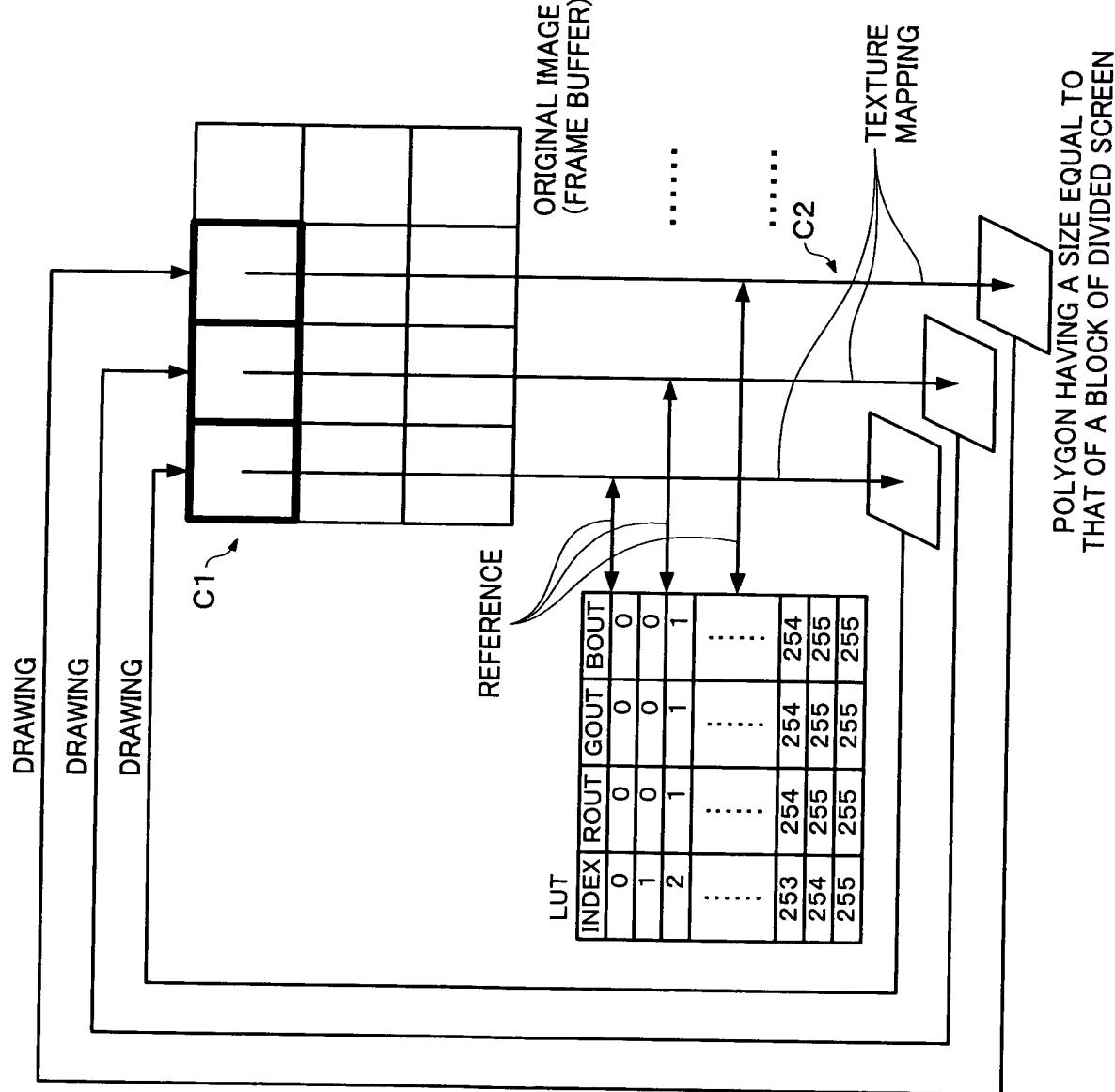


FIG. 6

FIG. 7

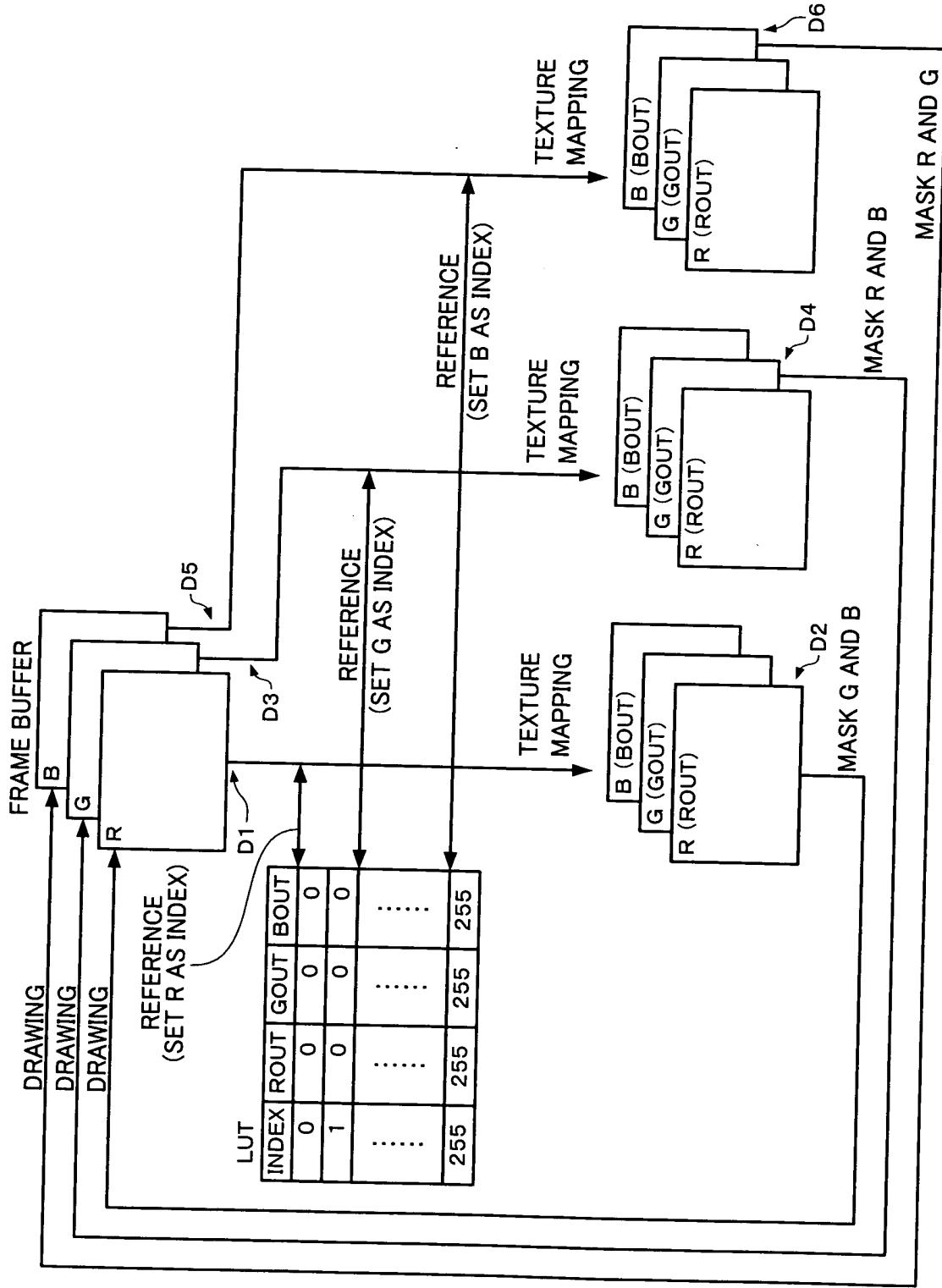


FIG. 8

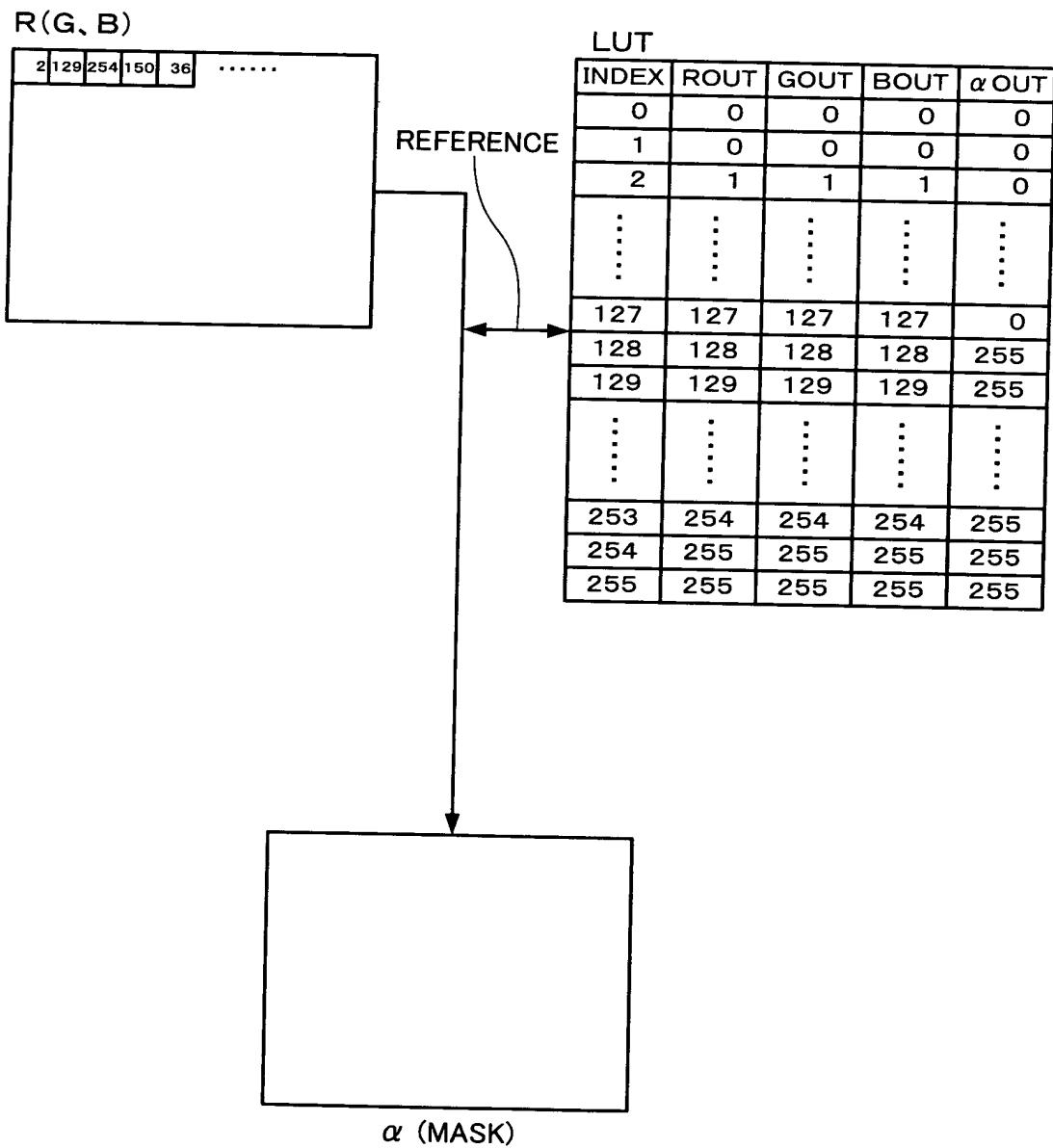


FIG. 9

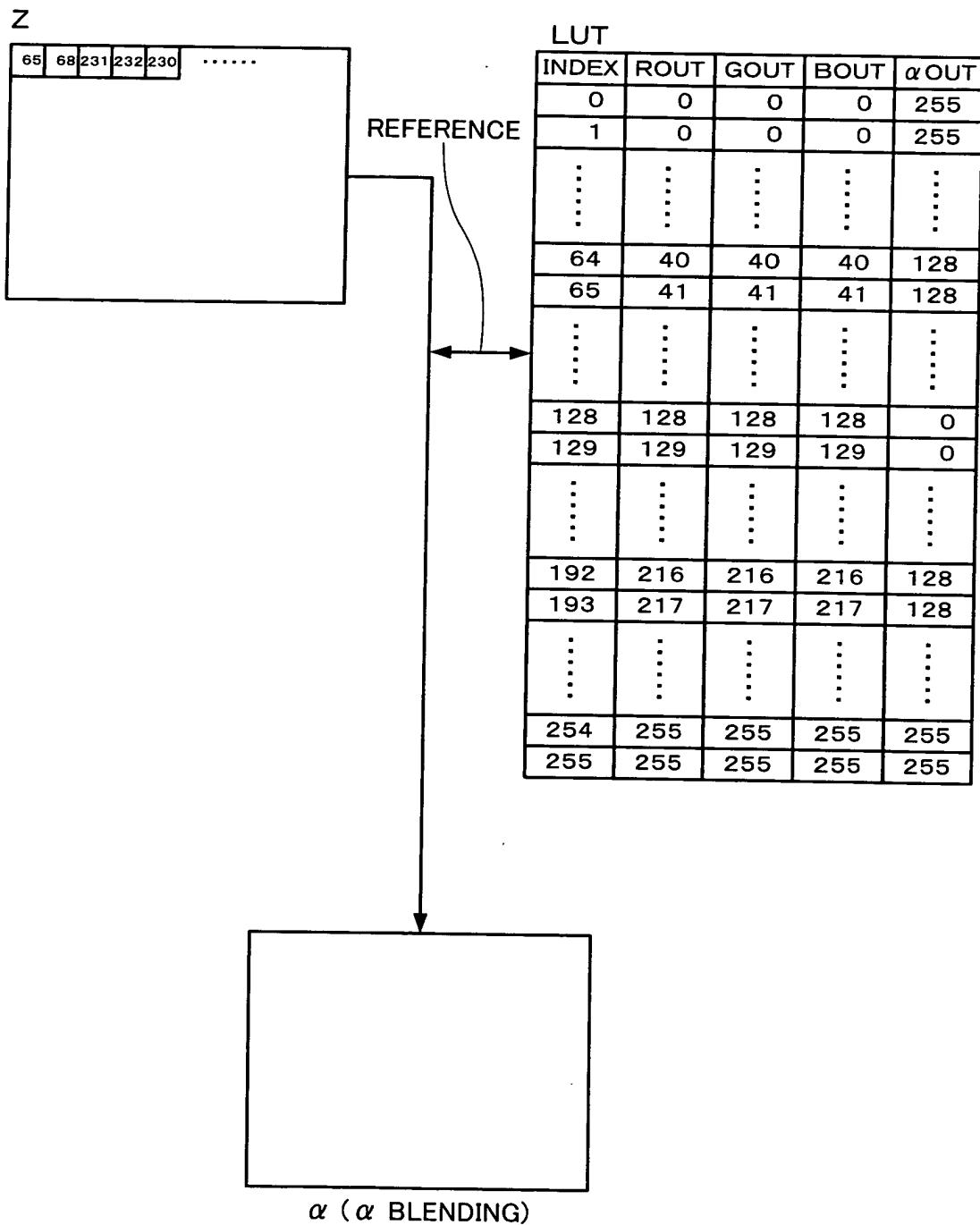
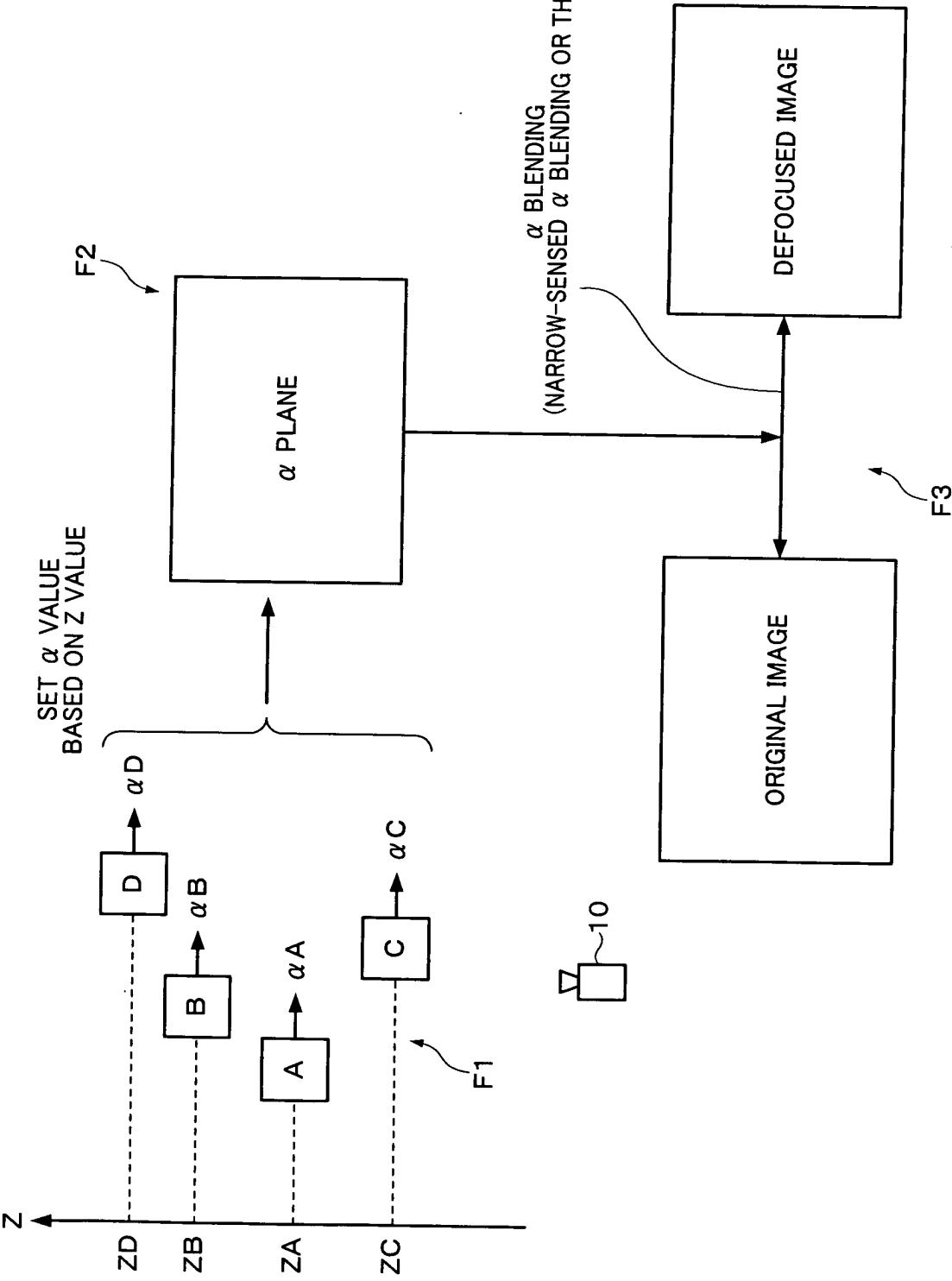
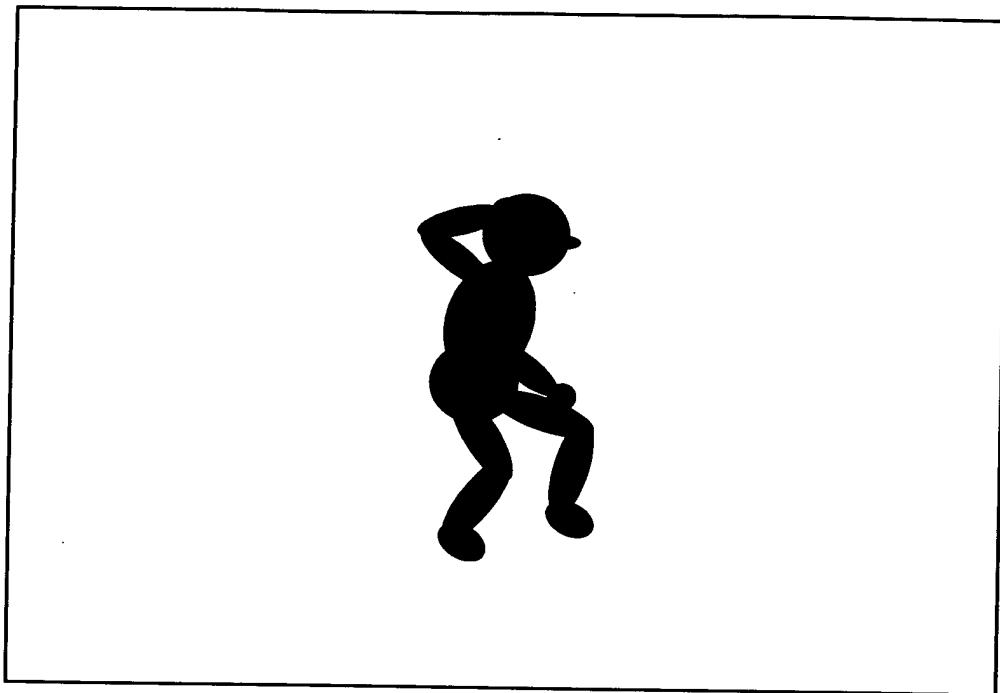


FIG. 10



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**FIG. 11A** ORIGINAL IMAGE



**FIG. 11B** DEFOCUSSED IMAGE

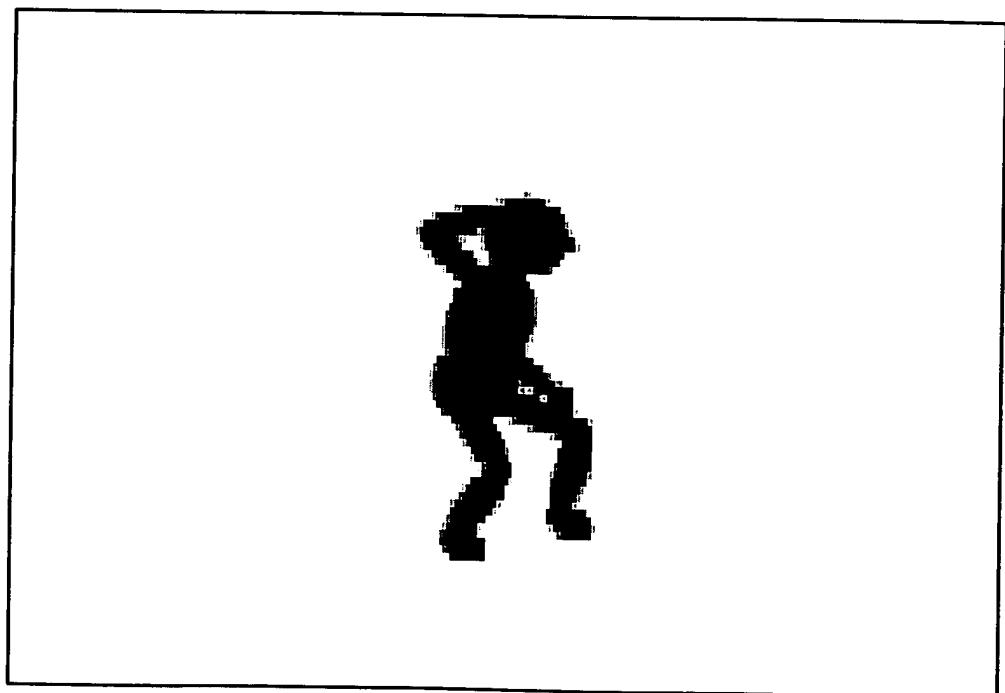


FIG. 12

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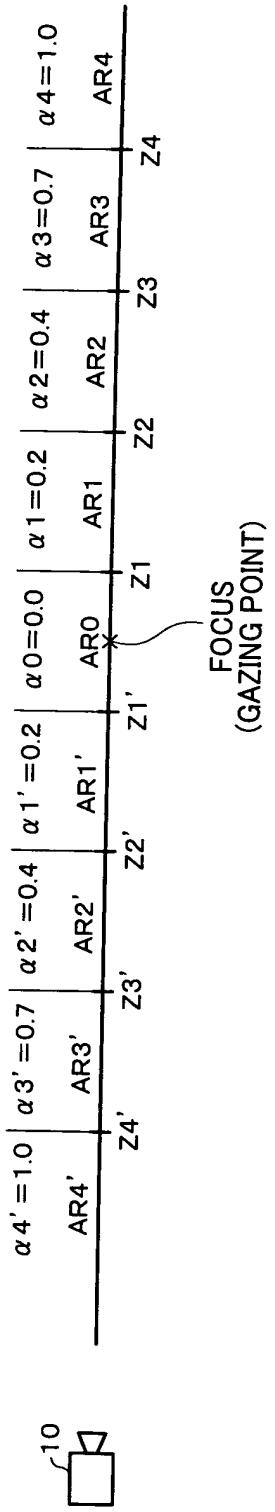


FIG. 13A

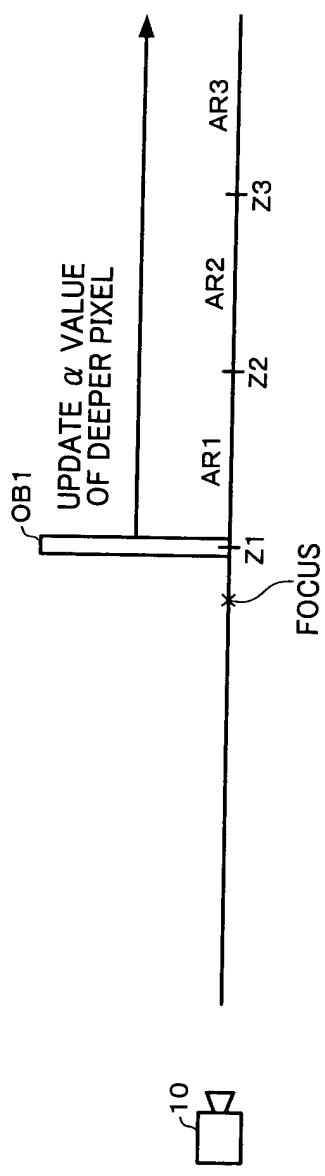


FIG. 13B

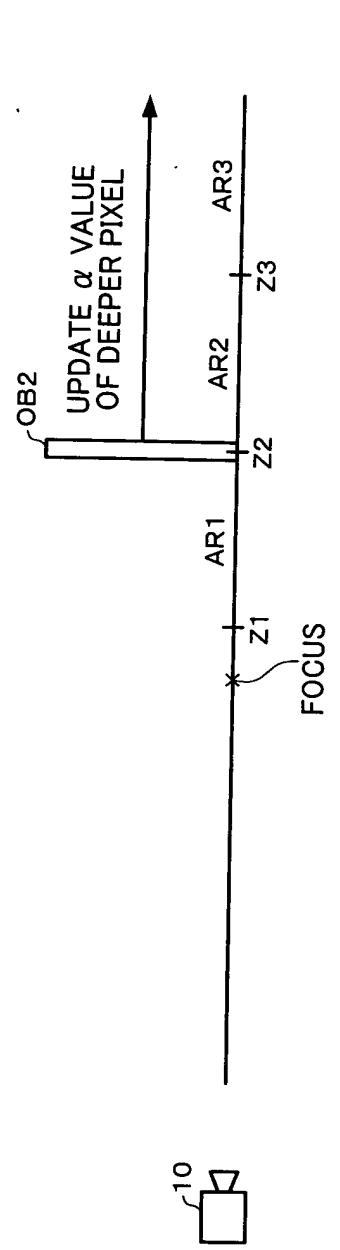


FIG. 13C

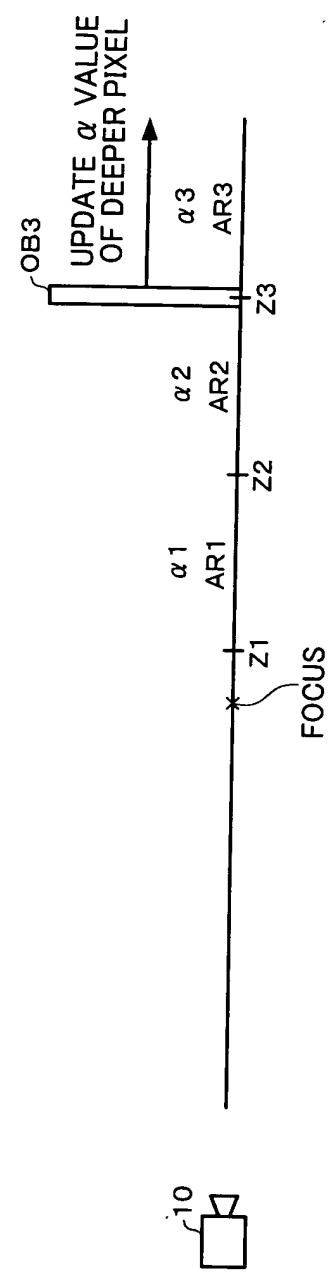
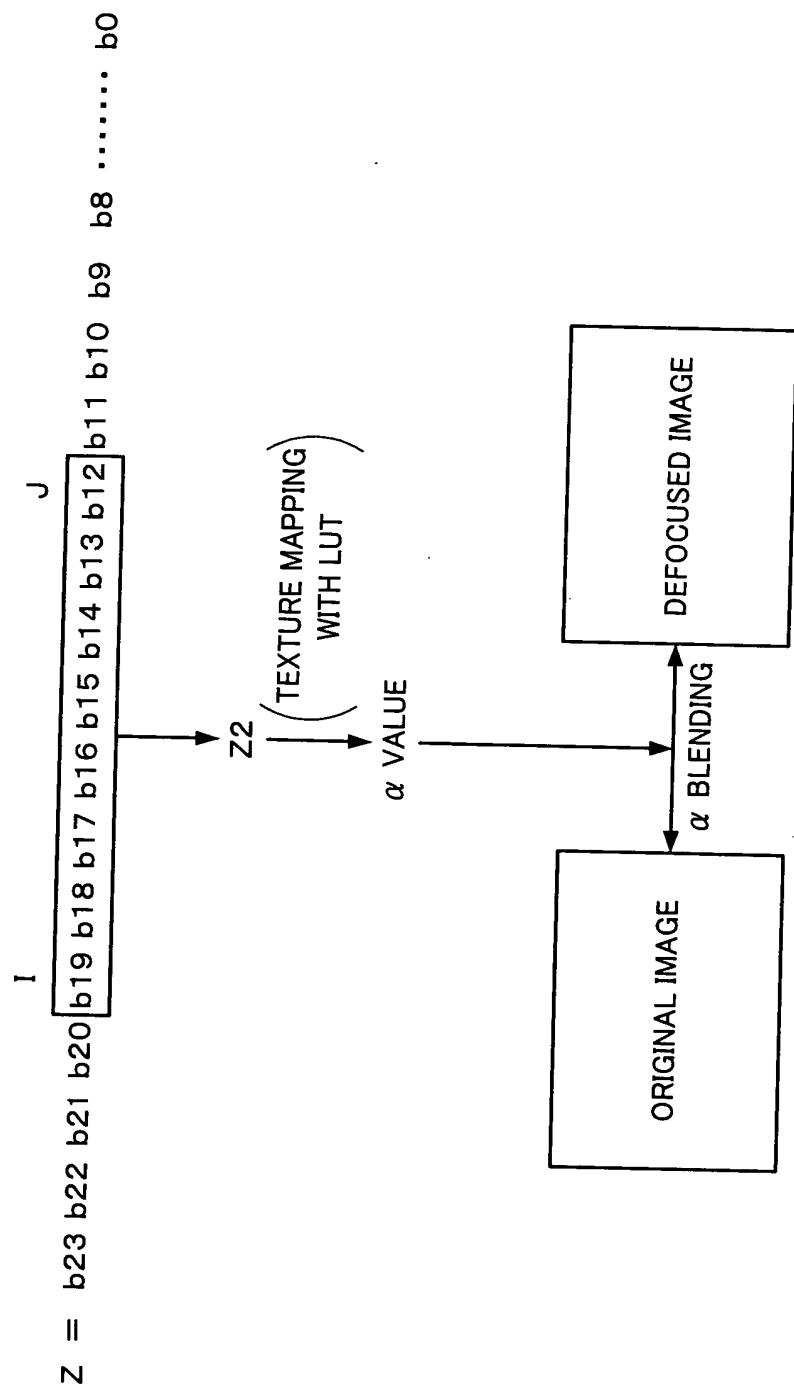


FIG. 14



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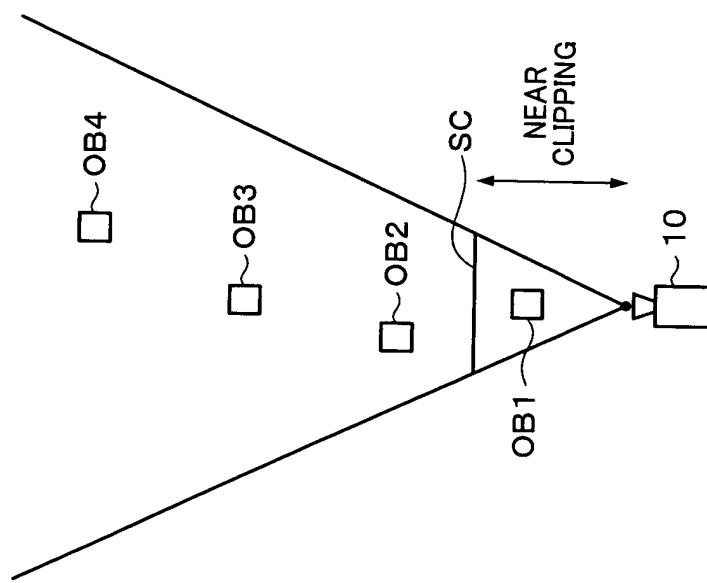
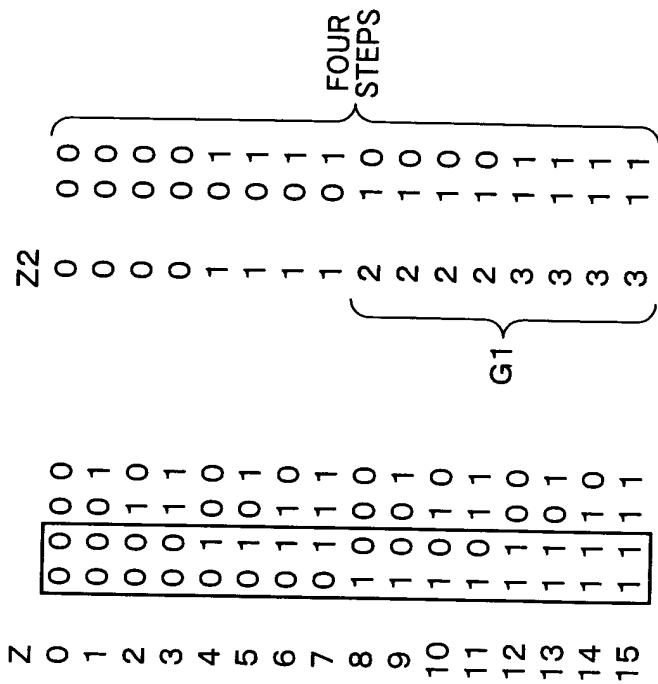


FIG. 15

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CLAMPING

FOUR STEPS

Z2	0	0	1	1	2	2	3	3	3	3	3	3	3	3	3	3
	0	0	0	1	0	1	0	1	0	1	0	1	0	1	0	1
	0	0	0	0	1	0	1	0	1	0	1	0	1	0	1	0
	0	0	0	0	0	1	0	1	0	1	0	1	0	1	0	1
	0	0	0	0	0	0	1	0	1	0	1	0	1	0	1	0
	0	0	0	0	0	0	0	1	0	1	0	1	0	1	0	1
	0	0	0	0	0	0	0	0	1	0	1	0	1	0	1	0
	0	0	0	0	0	0	0	0	0	1	0	1	0	1	0	1
	0	0	0	0	0	0	0	0	0	0	1	0	1	0	1	0
	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	1
	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1

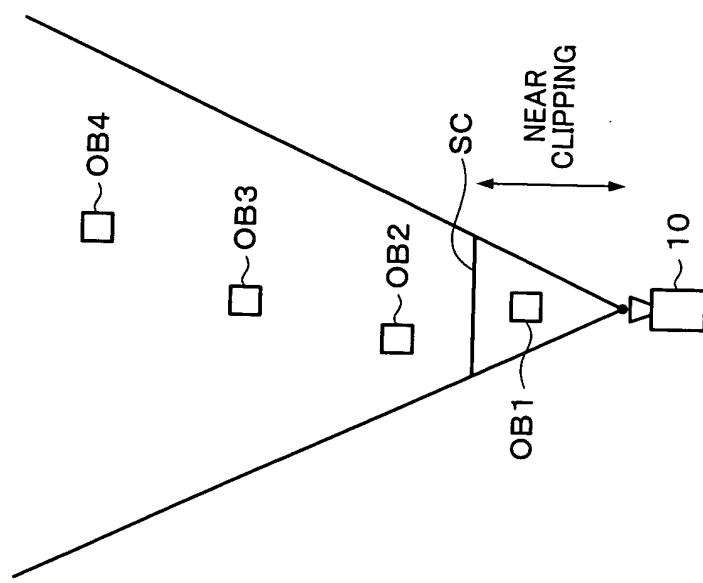


FIG. 16

FIG. 17

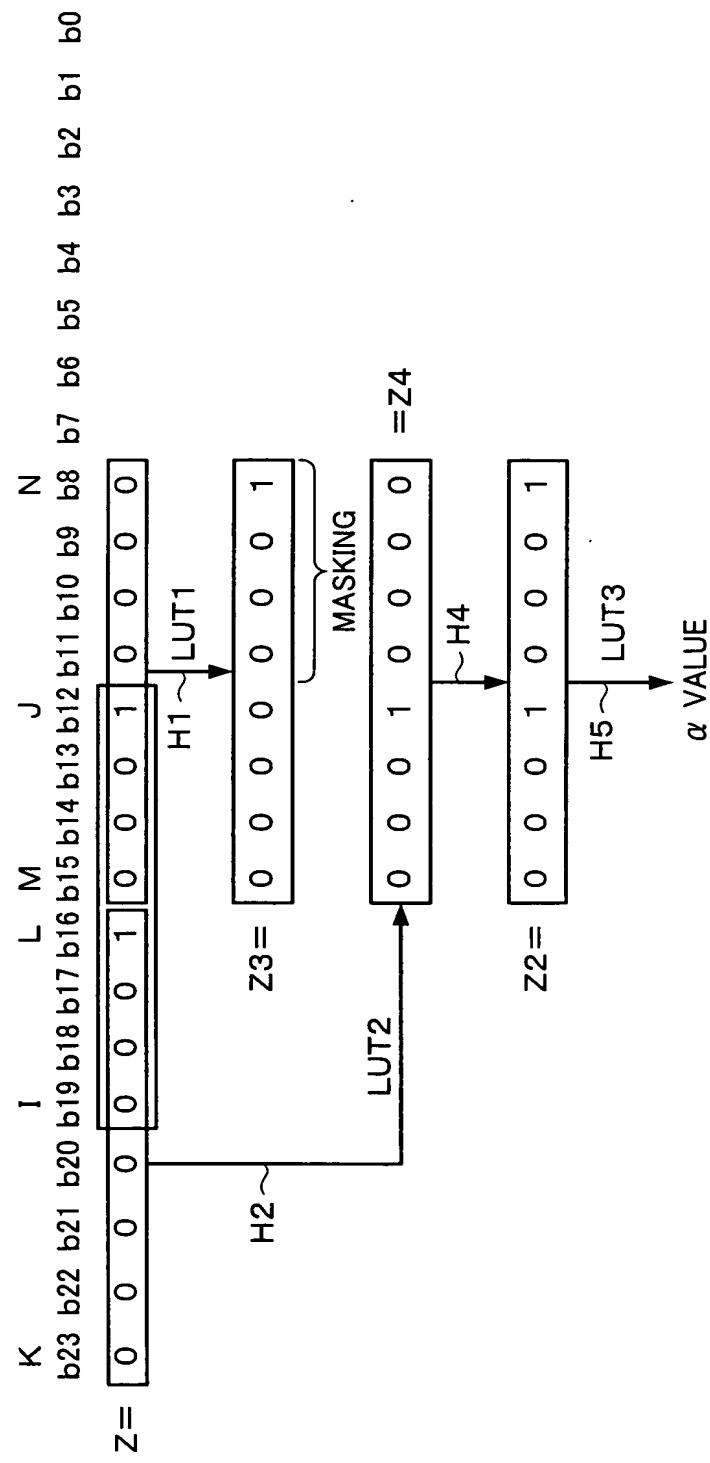


FIG. 18

LUT1 (BITS 15 TO 8)

INDEX	OUT (ANY ONE OF R, G, B) AND $\alpha$
0x00 (00000000)	0x00 (00000000)
⋮	⋮
0x0F (00001111)	0x00 (00000000)
0x10 (00010000)	0x01 (00000001)
⋮	⋮
0x1F (00011111)	0x01 (00000001)
0x20 (00100000)	0x02 (00000010)
⋮	⋮
0x2F (00101111)	0x02 (00000010)
0x30 (00110000)	0x03 (00000011)
⋮	⋮
0xE0 (11100000)	0x0E (00001110)
⋮	⋮
0xEF (11101111)	0x0E (00001110)
0xF0 (11110000)	0x0F (00001111)
0xF1 (11110001)	0x0F (00001111)
0xF2 (11110010)	0x0F (00001111)
⋮	⋮
0xFF (11111111)	0x0F (00001111)

FIG. 19

LUT2 (BITS 23 TO 16)

INDEX	OUT (ANY ONE OF R, G, B AND $\alpha$ )
0x00 (00000000)	0x00 (00000000)
0x01 (00000001)	0x10 (00010000)
0x02 (00000010)	0x20 (00100000)
0x03 (00000011)	0x30 (00110000)
0x04 (00000100)	0x40 (01000000)
...	...
0x0E (00001110)	0xE0 (11100000)
0x0F (00001111)	0xF0 (11110000)
0x10 (00010000)	0xF0 (11110000)
0x11 (00010001)	0xF0 (11110000)
...	...
0xFF (11111111)	0xF0 (11110000)

Q1  
CLAMPING

FIG. 20A

LUT3

INDEX	OUT( $\alpha$ )
0x00 (00000000)	0xFF (11111111)
0x01 (00000001)	0xFE (11111110)
0x02 (00000010)	0xFB (11111011)
⋮	⋮
0x7F (01111111)	0x00 (00000000)
0x80 (10000000)	0x00 (00000000)
0x81 (10000001)	0x00 (00000000)
⋮	⋮
0xFE (11111110)	0xFE (11111110)
0xFF (11111111)	0xFF (11111111)

FIG. 20B

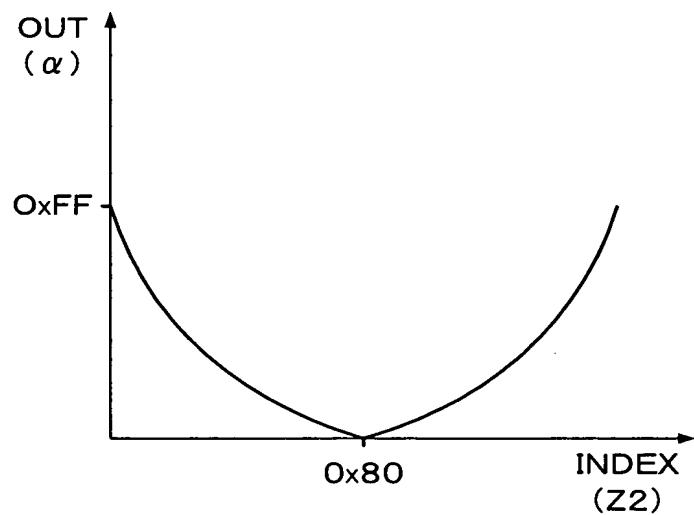


FIG. 21

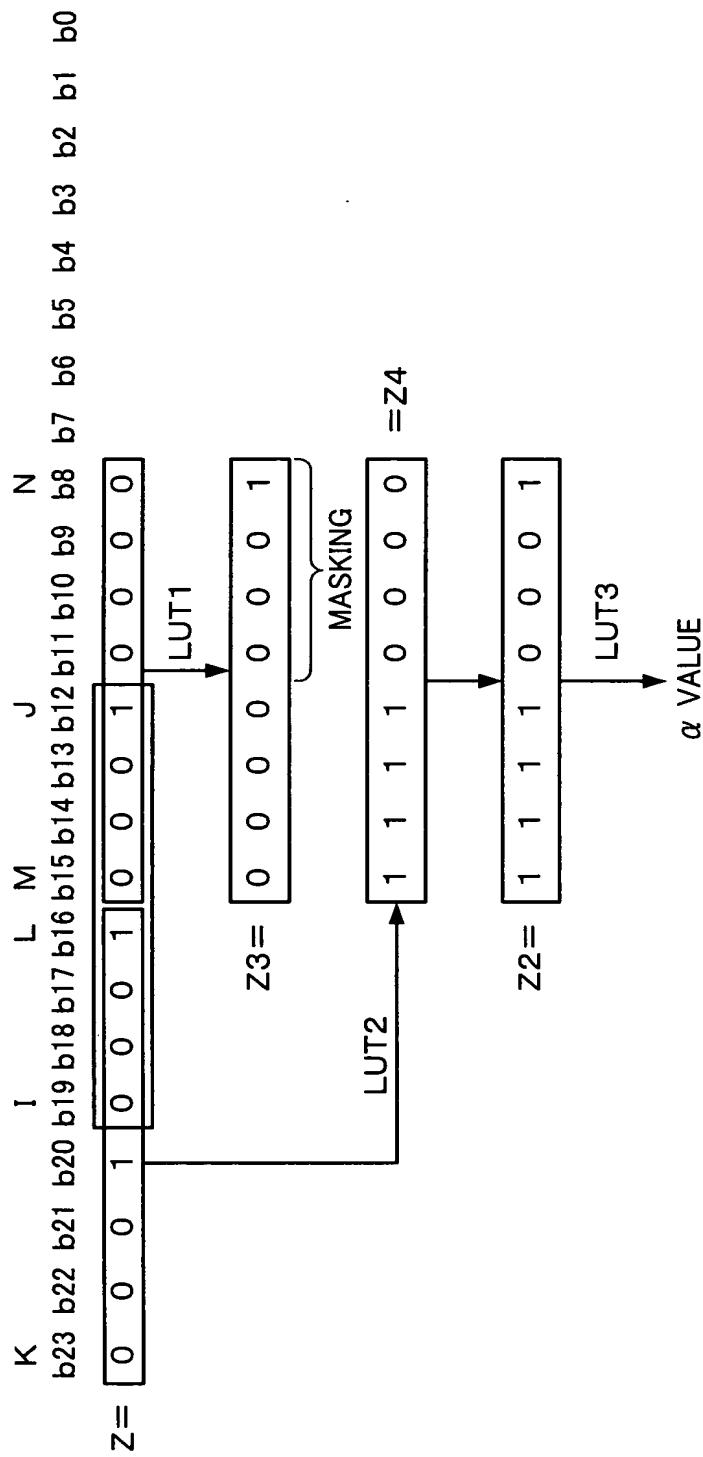


FIG. 22

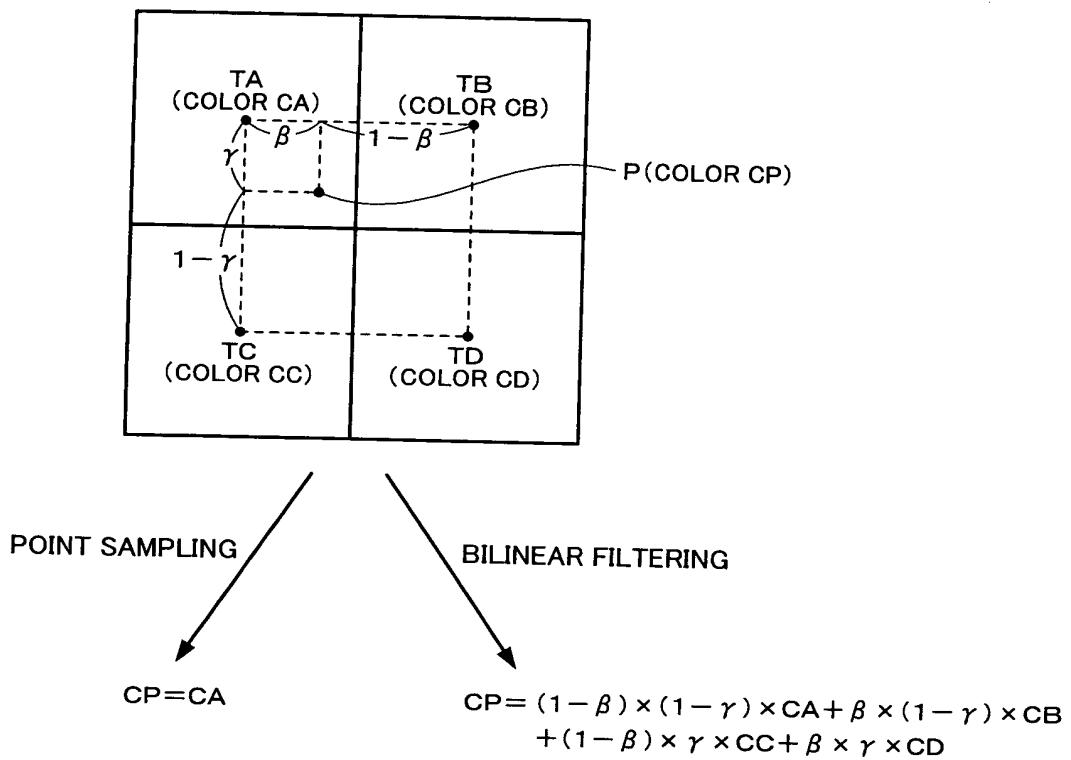


FIG. 23

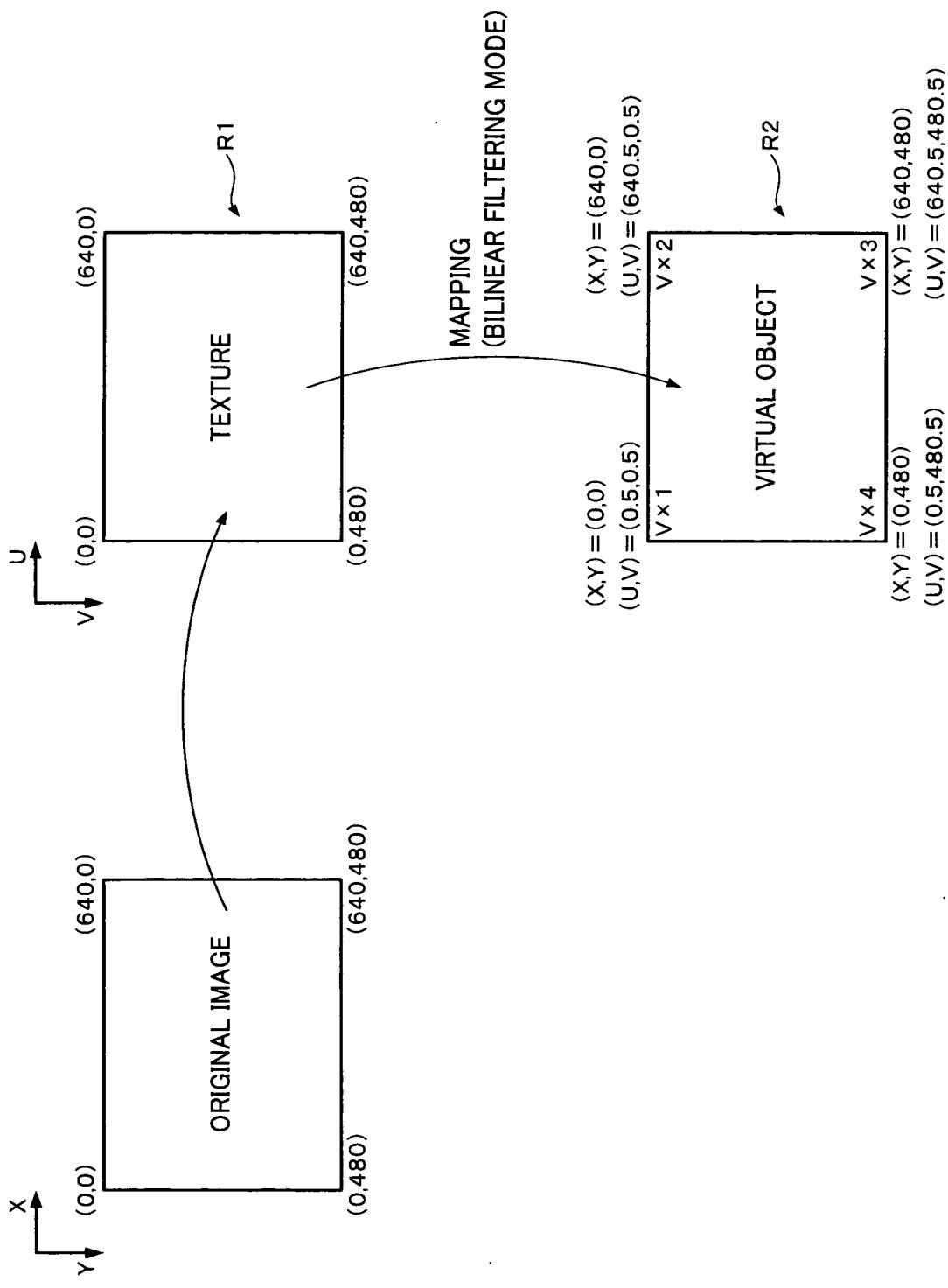


FIG. 24

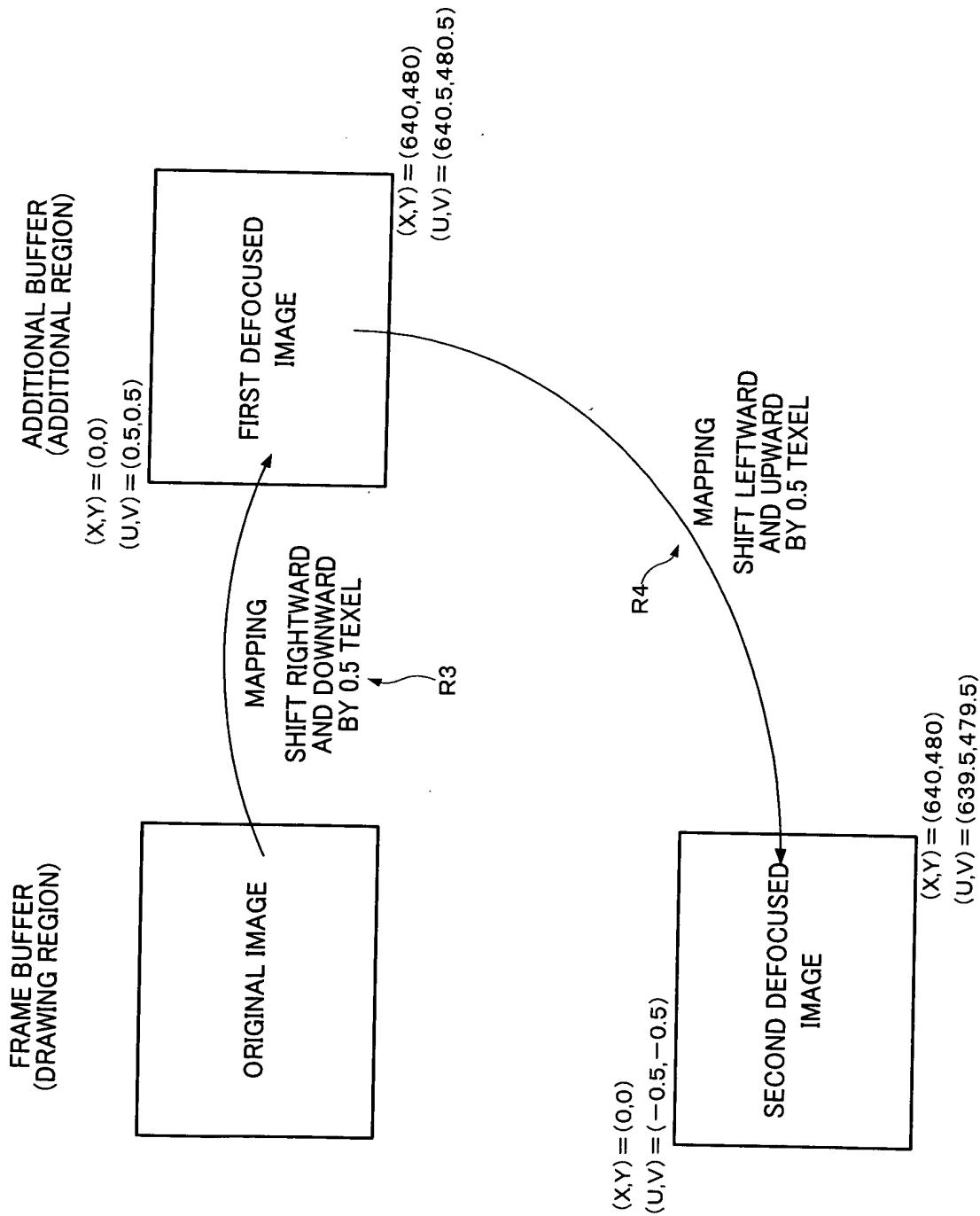
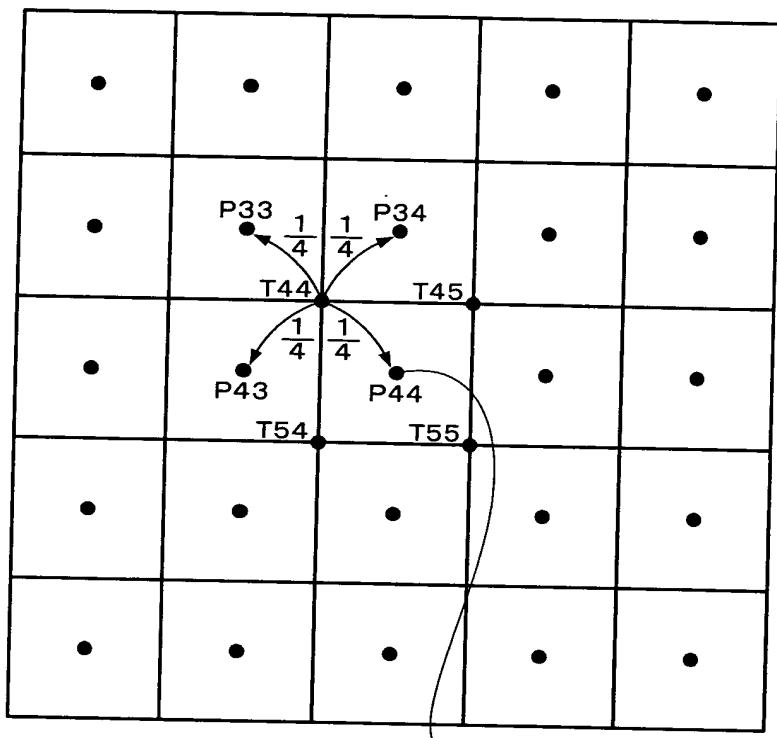


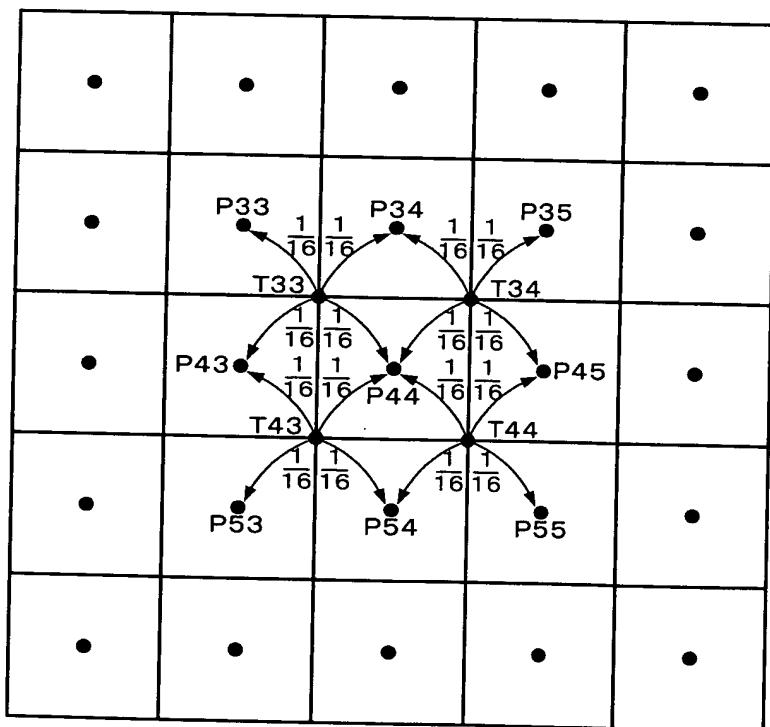
FIG. 25A

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$$CP_{44} = (C_{44} + C_{45} + C_{54} + C_{55}) / 4$$

FIG. 25B



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FIG. 26A

	$\frac{1}{16}$	$\frac{2}{16}$	$\frac{1}{16}$	
	$\frac{2}{16}$	$\frac{4}{16}$	$\frac{2}{16}$	
	$\frac{1}{16}$	$\frac{2}{16}$	$\frac{1}{16}$	

FIG. 26B

$\frac{1}{256}$	$\frac{4}{256}$	$\frac{6}{256}$	$\frac{4}{256}$	$\frac{1}{256}$
$\frac{4}{256}$	$\frac{16}{256}$	$\frac{24}{256}$	$\frac{16}{256}$	$\frac{4}{256}$
$\frac{6}{256}$	$\frac{24}{256}$	$\frac{36}{256}$	$\frac{24}{256}$	$\frac{6}{256}$
$\frac{4}{256}$	$\frac{16}{256}$	$\frac{24}{256}$	$\frac{16}{256}$	$\frac{4}{256}$
$\frac{1}{256}$	$\frac{4}{256}$	$\frac{6}{256}$	$\frac{4}{256}$	$\frac{1}{256}$

FIG. 27

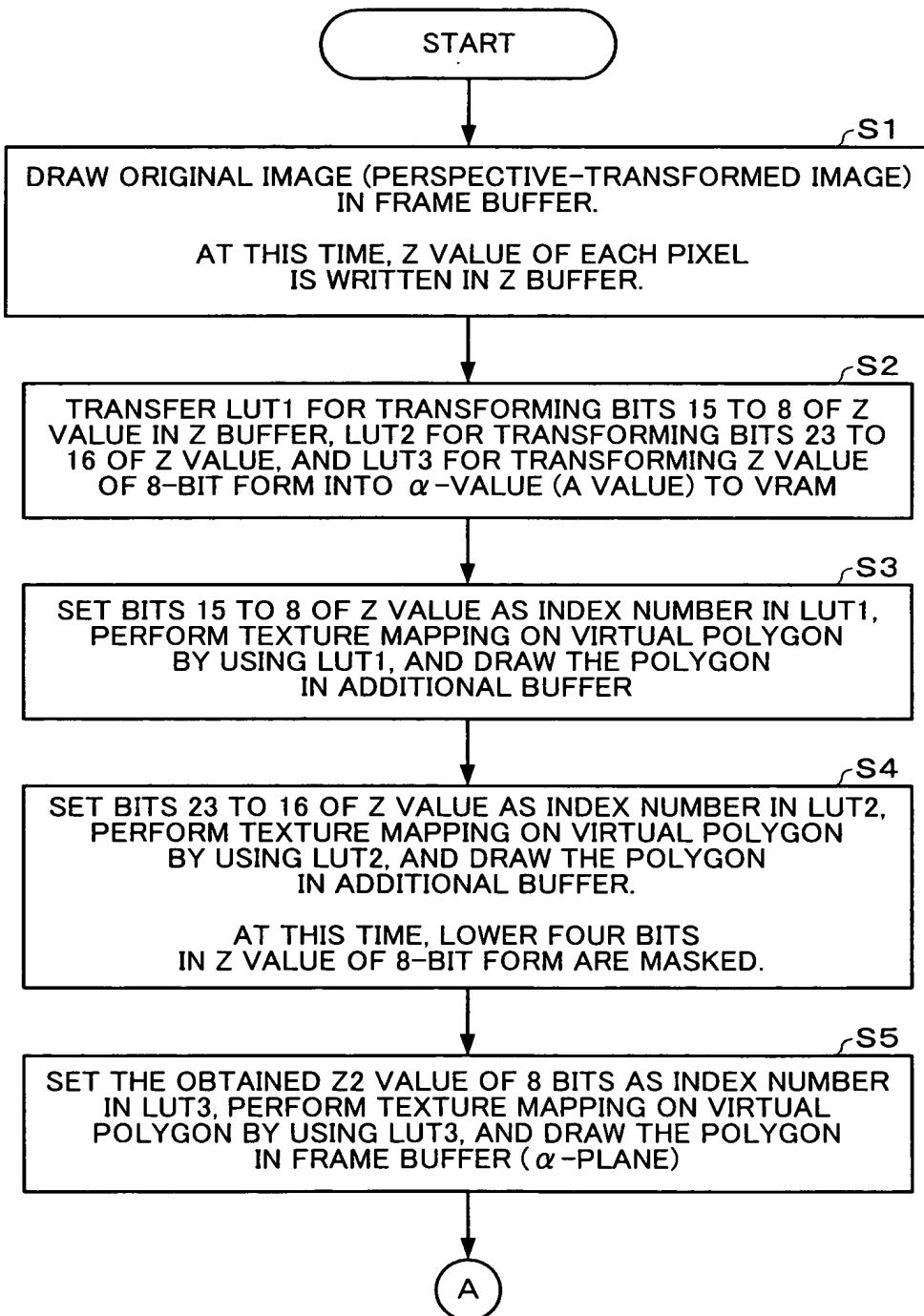


FIG. 28

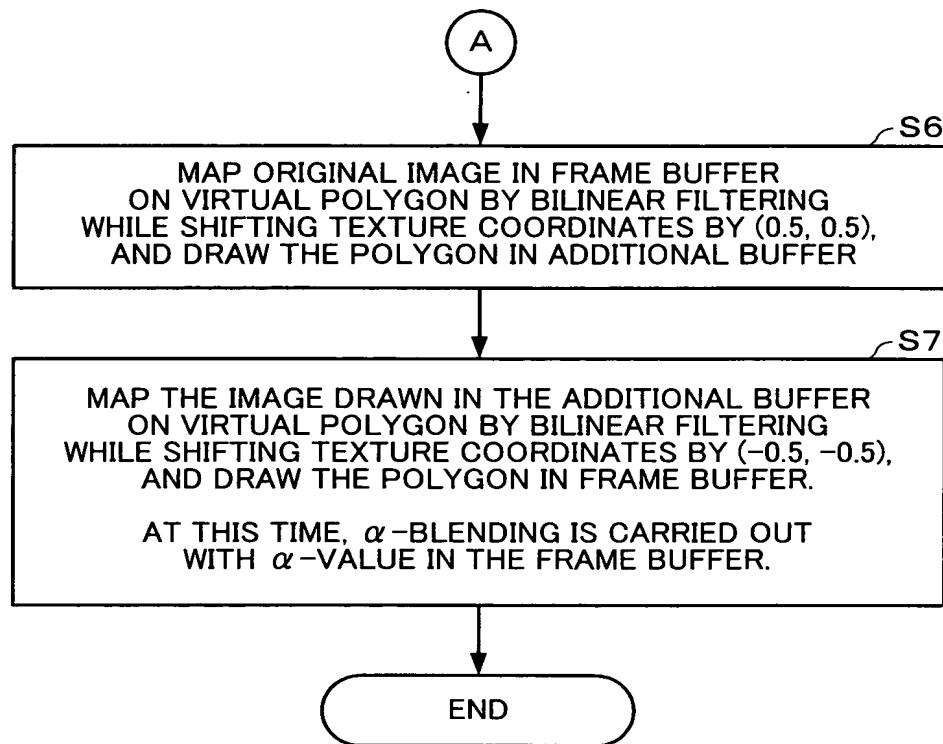
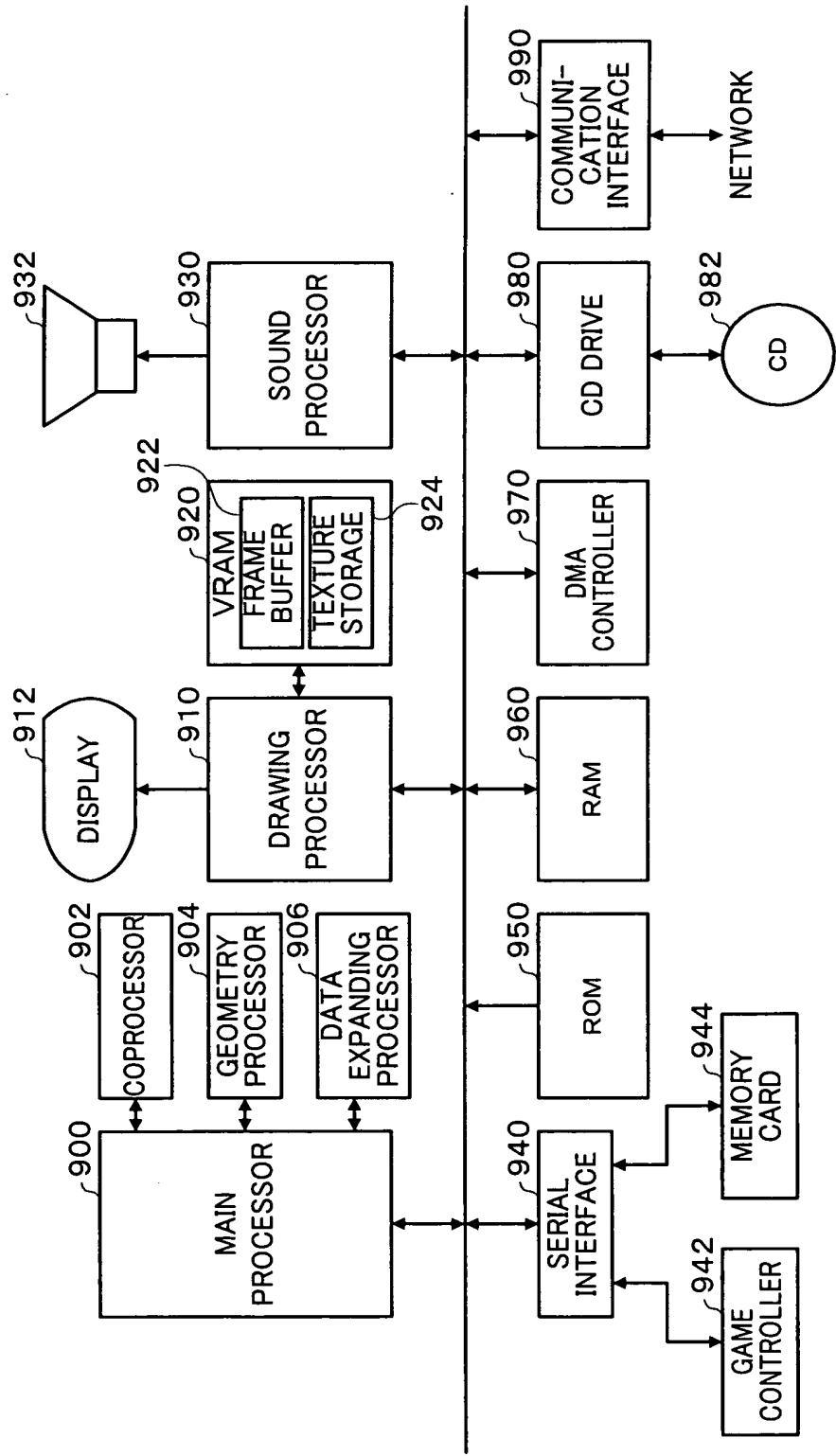
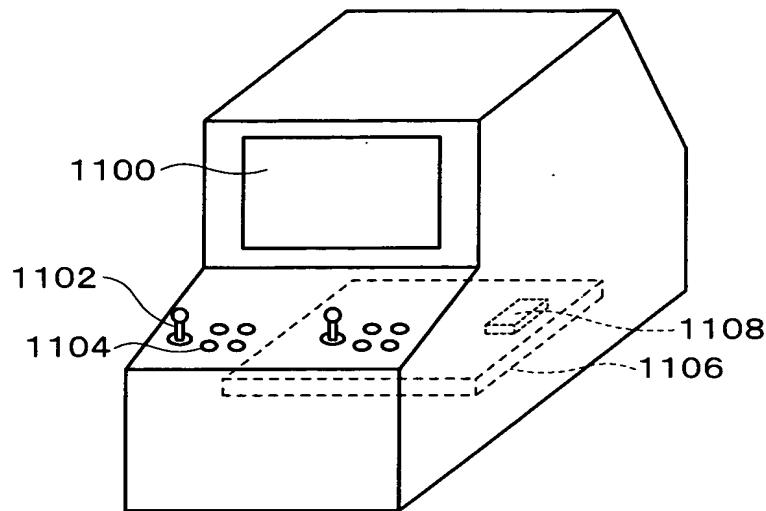


FIG. 29

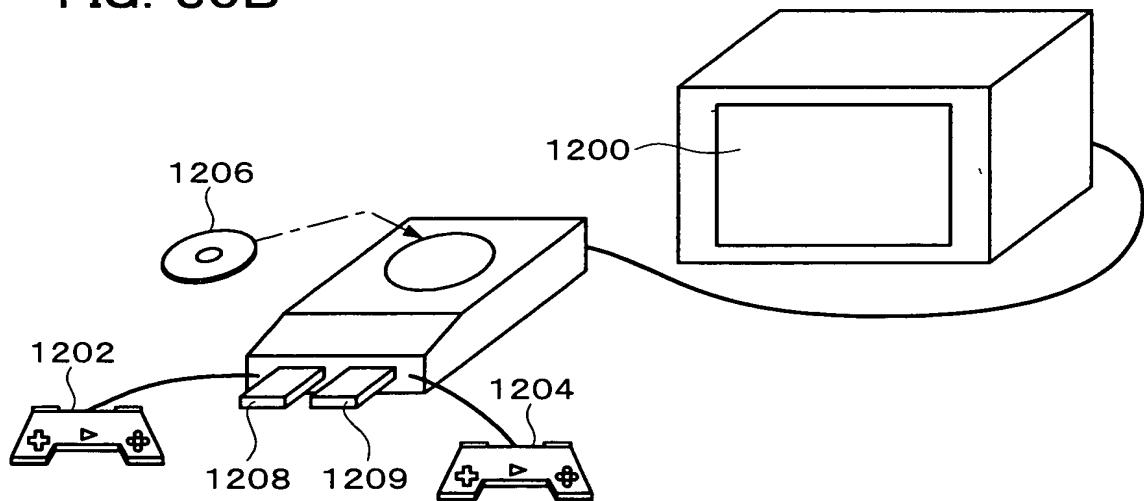


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**FIG. 30A**



**FIG. 30B**



**FIG. 30C**

